Rager's hardcore guide to rage and how to min-max it

Msrager & Augustiin's Approval

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Who am I?

- Msrager "Miss rager". No... it's a song reference
- Raiding with Cozy for a year
- I am not CL...
- Last warrior raided from late May to mid January. Rank 3 All Stars Naxx, Rank 6 overall Naxx
- Feel free to ask questions!

Talents

Best warrior talents*

Addons & WeakAuras

- ItemRack
- TrinketMenu
- DW/Reck/Mrp Hivemind
- Aoe taunt announcer
- Plater / Debuffs weakaura
- (Mouseover Sunder macro)
- Gargul
- RCLootCouncil

Macros

```
#showtooltip Heroic Strike
/cancelaura Snowball
/targetexact Lightning Totem
/cast Heroic Strike
/startattack
```

```
#showtooltip Whirlwind
/cast Berserker Stance
/cast Whirlwind
/startattack
```

```
#showtooltip Sunder Armor
/cast [@mouseover,nodead,harm][]
Sunder Armor
/startattack
```

```
/stopcasting
/stopattack
/cast [noequipped:shield] Defensive
Stance
/equipslot [noequipped:shield] "shield
name"; "off hand name"
```

```
#showtooltip Challenging Shout
/use Limited Invulnerability Potion
/cast Challenging Shout
```

Rotation Priority

1. Sunder Armor - top prio if target has less than 5 stacks, is usually only 1st GCD
2. Bloodthirst
3. Execute
4. Whirlwind*
5. Heroic Strike*
6. Overpower*
7. Hamstring

Rage builders like **Bloodrage** and **Berserker Rage** should be used when applicable, but should never hinder you from casting BT/WW. Berserker Rage is saved for fear immunity in certain places (Gluth for example). Also, keep **Battle Shout** running all the time.

Why Sunder Armor?

Less armor = more damage... but also, threat!
Improved Expose Armor (-2550) > 5 stacks of Sunder (-2250 armor)
IEA = ~6 GCDs (idk ask rogues)

If you connect 0.5 seconds later than MT, and do Sunder 1st GCD, gives you $0.5 + 1.5 = 2$ seconds before you land BT, but also means your BT will be hitting fully sundered target.

How many Sunders?

Boring math... taken from Marrow's Compendium of Dragonslaying.

$$F(x; p, n) = \sum_{k=0}^{x} \binom{n}{k} (p)^k (1-p)^{(n-k)}$$

Something something, we need *7 warriors* using Sunder 1st GCD to have a 99% chance of it being applied successfully.

Yellow hits vs White hits

Lets first clear up a **very** important distinction about attacks

White hits (weapon swings) vs Yellow hits (spells)

Glancing Blows

Glancing blows is a type of hit that will deal reduced damage, and is the bane of warrior's existence. However, yellow hits can't glance. Both the chance to land a glancing blow, and the damage penalty from it differs. (Glancing blows being a specific type of hit, also means it can't crit)

Level diff	Probability	Damage Penalty
0	0.1 (10%)	0.05 (5%)
1	0.2 (20%)	0.05 (5%)
2	0.3 (30%)	0.15 (15%)
3	0.4 (40%)	0.35 (35%)

This is assuming you have 300 weapon skill.

Glancing Blows

However... you can reduce the glancing blow damage penalty! While you can't reduce the chance, the damage penalty scales between your weapon skill and your target's defense skill.

- 305 weapon skill vs level 63 mob = 85% damage on glancing blows
- 308+ weapon skill vs level 63 mob = 95% damage on glancing blows

Heroic Strike (Queuing)

Per default, warriors have a 6% chance of missing attacks against a level 63 mob. However, while dual wielding we get a miss penalty, that increases it to a 24.8% chance to miss on white attacks.

Queuing Heroic Strike or Cleave removes this increased miss penalty on **both** Main Hand and Off Hand - effectively making hit cap 6% for warriors.

Moreover, it will make your next Main Hand a yellow hit, meaning it can't glance and it gains more damage on crits from the Impale talent.

Very important! Game only checks if you have enough rage for Heroic Strike and Cleave when you; queue the spell (aka press the button) and when your Main Hand swings.

Melee hit table

Bloodthirst vs Whirlwind

Bloodthirst deals damage equal to 45% of your attack power, i.e. it is completely broken and scales insanely well with buffs.

Whirlwind will hit up to 4 targets, dealing weapon damage and deal a percentage of your attack power on top, scaling with your weapon speed - the slower the weapon, the more damage.

Bloodthirst vs Whirlwind

TLDR; With a Main Hand of 2.4 speed or slower, and being lower than 2.5k attack power (aka giga bis), WW wins out on 2 or more targets. A fast Main Hand requires 3 targets to be worth it.

However, when it doubt... BT! Bloodthirst is basically always the best button to press if you're unsure.

Cooldown Usage

- Warriors have 3-4 "cooldowns" that we can use to increase our damage
- Death Wish
- Recklessness
- Active Trinkets
- Mighty Rage Potion

Cooldown Usage

- In essence we want to use our cooldowns where our damage is the greatest
- Time to kill!
- Single target = Execute phase
- We want to time this with boss dying - 30 seconds for DW, 15 seconds for Reck etc.
- Cleave fights = While cleaving (Sartura, Anub, etc.)
- Use Death Wish and trinkets on trash!!! Use Hivemind WeakAura if you're unsure

Cooldowns on trash

- We have limited raid time.
- Warriors are the biggest damage dealers. Don't be slacking!
- Weave in as many trinket and Death Wish uses as possible between bosses.

So what do I press?

Single Target

- Press Bloodthirst on cooldown
- Press Whirlwind on cooldown - Can delay if either Bloodthirst will be ready in less than 1.5 seconds, or if you're low on rage
- Keep Heroic Strike queued, dequeuing when you're going low on rage (Press escape or use /stopcasting macro)
- Use Overpower
- Dump excessive rage with Hamstring to fish for flurry procs
- Time cooldowns with boss dying

Cleave

- Often using cooldowns on pull
- Press Whirlwind on cooldown
- Press Bloodthirst on cooldown - this might be highest prio depending on amount of targets
- Keep Cleave queued, dequeuing when you're going low on rage
- Use Overpower - Be careful as using Cleave is almost double the cost of Heroic Strike
- Dump excessive rage with Hamstring to fish for flurry procs

Execute phase

- Execute, Execute, Execute...
- Try to use bloodthirst even in execute phase. This can be difficult as you don't want to cap your rage, rarely get 30 rage between GCDs and you don't want to delay your GCD
- Good gear and DMF helps you with rage gains during execute phase
- KEEP HEROIC STRIKE QUEUED - Try to cancel it before MH hits

Consumables

- Flask of the Titans - 1200 health. Free health, pog!
- R.O.I.D.S - Exclusive with Ground Scorpok Assay and Spirit of Zanza
- Elixir of Mongoose, Elixir of Superior Defense, Elixir of Fortitude - what we call "1 hours"
- Juju Power - Exclusive with Elixir of Giants. Need to have completed Luck Be With You
- Winterfall Firewater - "Exclusive" with Juju Might, which is mainly used in DMF
- Elemental Sharpening Stones (ESS) - Or Consecrated Sharpening Stones if you still have them :(
- Smoked Desert Dumplings - Food buff. AD revered "Blessed Sunfruit" is a great, cheap alternative. Useful in 20 mans and when Syf forgets that we have to sit down and eat!
- Dark Desire - 2% hit chocolate from Valentines event
- Dragonbreath Chili - Free damage. Buffed by Greater Arcane Elixir and Elixir of Greater Firepower (Also Flask of Supreme Power)
- Bogling Root - Increases physical damage by 1, translates to roughly 14 attack power

Consumables

- Rumsey Rum Black Label or Gordok Green Grog - Alcohol effect, makes some clients crash
- Mighty Rage Potion - It's a potion, so it will share 2 minute cooldown with all other potions
- Protection Potions - Shadow, Frost, Fire, Nature, Arcane. Use them when called for or needed
- Free Action Potion - Used a few times in raids, grants immunity to stuns and movement impairs
- Limited Invulnerability Potion - Physical Immunity for 6 seconds. Needed for LIP + aoe taunt
- Elixir of Poison Resistance - Bind it on your Cleave and it will save your life
- Flask of Petrification
- Greater Stoneshield Potion - Can be used at post-Twins trash, and Gothik undead side
- Snowballs

Engineering

- Super duper mega ultra omega important for raids... and is also mandatory
- Dense Dynamite, Goblin Sapper Charge, Masterwork Target Dummy (and Stratholme Holy Water in Naxx)
- These can make the difference between life and death in case of bad pulls (See any Spider Wing in Naxx)
- Gnomish Batle Chicken is sadly not allowed

Movement

- Movement is key, higher uptime = more damage
- Look for MT (usually marked with star), keep on top of him
- Use charge and intercept
- DO NOT PARRY HASTE
- Do not connect before tanks, unless you want to take a hit
- Cleave hits nearest target to your own hitbox

How to stay alive

- Enough zugging, we also need to stay alive.
- Try to get a decent trash set!
- Know when/where you can play aggressive
- Respect threat. On bosses you're most likely to pull aggro within the first 2-3 GCDs
- Respect threat drops, plenty of mechanics in the game has threat drops/threat reductions
- If you pull aggro, LIP or petri...
- Know your tanks
- Do not be afraid of defensive stance and equipping a shield (Keep your shield up to date!)
- Healthstones / Whipper Root Tubers - Fuck da warlocks

Enchants

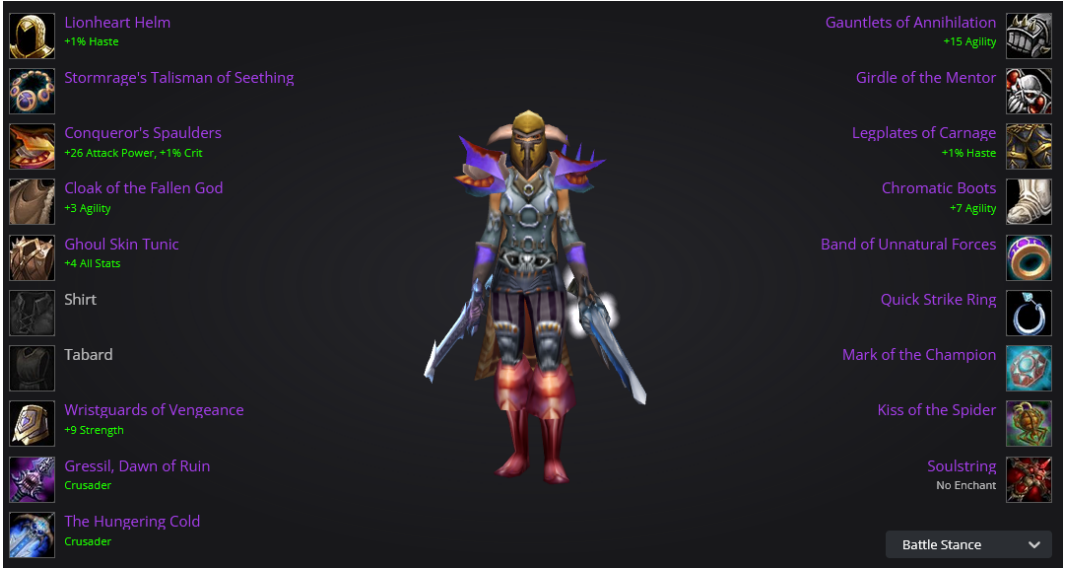
- Leg/Head: 8 strength or 1% haste (2% haste at minimum) $>$ 100 health
- Shoulder: Sapph enchant $>$ ZG enchant
- Cloak: 3 agility
- Chest: 4 stats
- Wrist: 9 strength
- Gloves: 15 agility $>$ 1% haste
- Boots: 7 agility
- Weapon: Crusader

Pre 40 mans gear

To get 20 mans gear, basically just get 6% hit (LHH very recommended)

Giga bis boss set

More realistic* hardcore bis gear



Trash bis

Helm of Endless Rage
+8 Strength
Stormrage's Talisman of Seething
Conqueror's Spaulders
+26 Attack Power, +1% Crit
Cloak of the Fallen God
+3 Agility
Ghoul Skin Tunic
+4 All Stats
Shirt
Tabard
Wristguards of Vengeance
+9 Strength
Gressil, Dawn of Ruin
Crusader
Kingsfall
Crusader
Gauntlets of Annihilation
+15 Agility
Girdle of the Mentor
Legplates of Carnage
+8 Strength
Chromatic Boots
+7 Agility
Band of Unnatural Forces
Quick Strike Ring
Mark of the Champion
Kiss of the Spider
Soulstring
No Enchant
Battle Stance

Warrior gearing

1. 6% hit - (usually) never less, sometimes more
2. Items might gain or lose value depending on your hit situation
3. Leather - a few pieces won't kill you
4. Hardcore - balance between zug zug and staying alive
5. Let's talk alternatives! :)

Heads

1. Lionheart Helm (BS) - Permanent bis, non-negotiable
2. Helm of Endless Rage (BWL) - Best trash helm
3. Conqueror's Crown (AQ40)

Neck

1. Stormrage's Talisman of Seething (Naxx)
2. Barbed Choker (AQ40)
3. Eye of Hakkar (ZG)
4. Onyxia Tooth Pendant (Ony) - Basically your one and only hit option here
5. Sadist's Collar (Naxx) - Honorable mention, tank prio but decent if you need stamina

Shoulders

1. Mantle of Wicked Revenge* (AQ40)
2. Conqueror's Spaulders (AQ40) - Trash bis
3. Drake Talon Pauldrons (BWL)

Cloaks

1. Shroud of Dominion (Naxx)
2. Cloak of the Fallen God (AQ40)
3. Cloak of Concentrated Hatred (AQ40)
4. Cloak of Unyielding Strength (AQ20)
5. Cloak of Draconic Might (BWL) - Honorable mention

Chests

1. Ghoul Skin Tunic (Naxx)
2. Plated Abomination Ribcage (Naxx)
3. Conqueror's Breastplate (AQ40)
4. Breastplate of Annihilation (AQ40)
5. Savage Gladiator Chain (BRD) - Get it if you're missing it

Wrists

1. Hive Defiler Wristguards (AQ40)
2. Wristguards of Vengeance (Naxx)
3. Qiraji Execution Bracers (AQ40)
4. Bracers of Brutality (AQ20)
5. Zandalar Vindicator's Armguards (ZG)

Gloves

1. Gauntlets of Annihilation (AQ40)
2. Gloves of Enforcement (AQ40)
3. Flameguard Gauntlets (MC)
4. Sacrificial Gauntlets (ZG)
5. Edgemaster's Handguards (World Drop) - If you're a disgusting non-human

Belts

1. Girdle of the Mentor (Naxx)
2. Onslaught Girdle (MC)
3. Belt of Never-ending Agony (AQ40)
4. Zandalar Vindicator's Belt (ZG)

Legs

1. Legplates of Carnage (Naxx)
2. Leggings of Apocalypse (Naxx)
3. Conqueror's Legguards (AQ40)
4. Titanic Leggings (BS)
5. Legguards of the Fallen Crusader (BWL) - Honorable mention

Feet

1. Chromatic Boots (BWL)
2. Boots of the Vanguard (AQ20)
3. Boots of the Fallen Hero (AQ40)
4. Conqueror's Greaves (AQ40)

Rings

2 through 4 are all basically equivalent, and are a bit of personal preference

1. Band of Unnatural Forces (Naxx)
2. Quick Strike Ring (MC)
3. Circle of Applied Force (BWL)
4. Ring of Qiraji Fury (AQ40)
5. Band of Reanimation (Naxx) - A bit niche, but very decent
6. Signet of the Bronze Dragonflight (AQ40) - Exalted version of course
7. Master Dragonslayer's Ring (BWL)
8. Signet of Unyielding Strength (AQ20)

Trinkets

Like these even exist...

1. Kiss of the Spider (Naxx)
2. Slayer's Crest (Naxx)
3. Mark of the Champion (Naxx)
4. Badge of the Swarmguard (AQ40)
5. Diamond Flask (ST)
6. Earthstrike (Field Duties) - Farm this one, end of discussion
7. Jom Gabbar (AQ40) - Lisan Al Gaib
8. Hand of Justice (BRD)
9. Seal of the Dawn (Strat UD)
10. Blackhand's Breadth (Blackrock Spire)
11. Fetish of the Sandreaver? - Basically only used on Ouro and Razu, give it to mages

Ranged Weapons

1. Nerubian Slavemaker (Naxx) - Lsd is killing off his character before we see this on a warrior
2. Larvae of the Great Worm (AQ40)
3. Soulstring (Naxx)
4. Crossbow of Imminent Doom (AQ20) - Tank prio

Main Hands

1. Gressil, Dawn of Ruin!!! (Naxx)
2. The Castigator (Naxx)
3. Empyrian Demolisher (Kazzak)
4. Misplaced Servo Arm (Naxx)
5. Chromatically Tempered Sword (BWL)
6. Ancient Qiraji Ripper (AQ40)
7. Brutality Blade (MC)
8. Spineshatter (BWL)
9. Sand Polished Hammer (AQ20)
10. Nightmare Blade (Green Dragons)
11. Vis'Kag the Bloodletter (Ony)
12. Ebon Hand (BS) - Twink weapon. I'm broke so don't ask me about it

Off Hands

1. The Hungering Cold (Naxx) - :COPIUM:
2. Iblis, Blade of the Fallen Seraph (Naxx) - Better than THC on trash
3. Maladath, Runed Blade of the Black Flight (BWL) - Best with sword MH
4. Kingsfall (Naxx) - Dagger, bis trash OH and very good with 9% hit
5. Anubisath Warhammer - Insanely good with Castigator/ED
6. Blessed Qirajo War Hammer (AQ40)
7. Claw of the Frost Wyrm (Naxx) - Fist weapon, same as Kingsfall, 2nd bis for trash
8. Widow's Remorse (Naxx) - Tank weapon, but decent for dps
9. Warblade of the Hakkari (ZG)
10. Blackguard (BS) - Another twink weapon, better than Mirah's Song

The end(?)

- GuyBrush Sim
- Marrow's Compendium of Dragonslaying which holds a lot of good (and sometimes bad) information
- Questions?